

# mister mosquito™



BY EIDOS INTERACTIVE™



**WARNING:**

**READ BEFORE USING YOUR PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM:**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

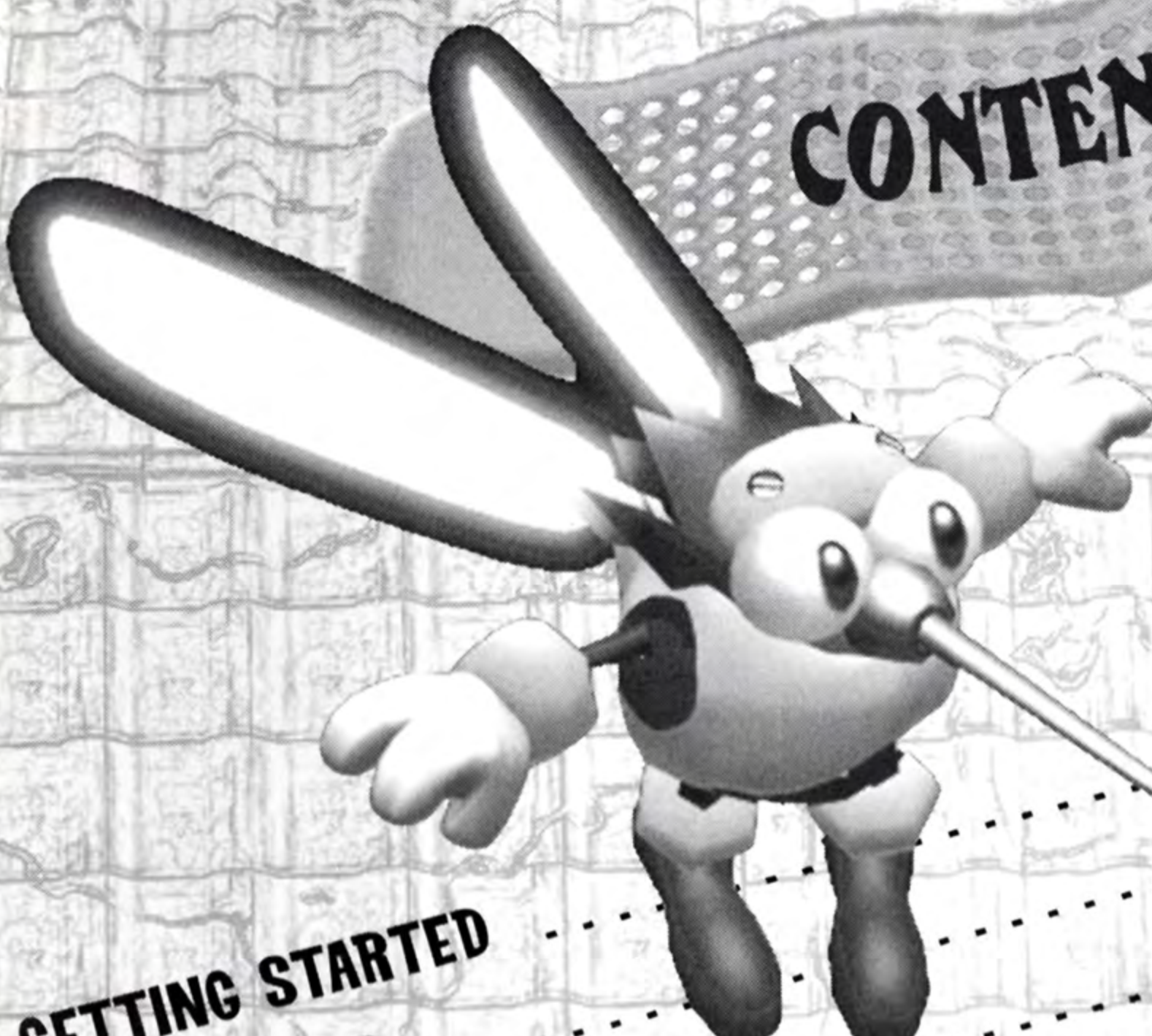
**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

# CONTENTS



A cartoon mosquito character with large, white, translucent wings, a long proboscis, and a friendly expression. It is flying towards the right, holding a long, thin object (possibly a needle or a straw) in its mouth. The character is positioned in the upper left quadrant of the page.

GETTING STARTED	2
STARTING UP	3
OUCH!	4
CONTROLS	5
MOSQUITO MOVES	6
MAIN MENU	8
PLAYING A STAGE	10
STAGE SCREEN	11
BLOODSUCKING	12
BATTLE SCREEN	13
COLLECTIBLES	14
MISTER MOSQUITO'S BUGTIONARY	15
"SKEETERS"	16

## BUZZING IN CIRCLES?

Call the HINT LINE

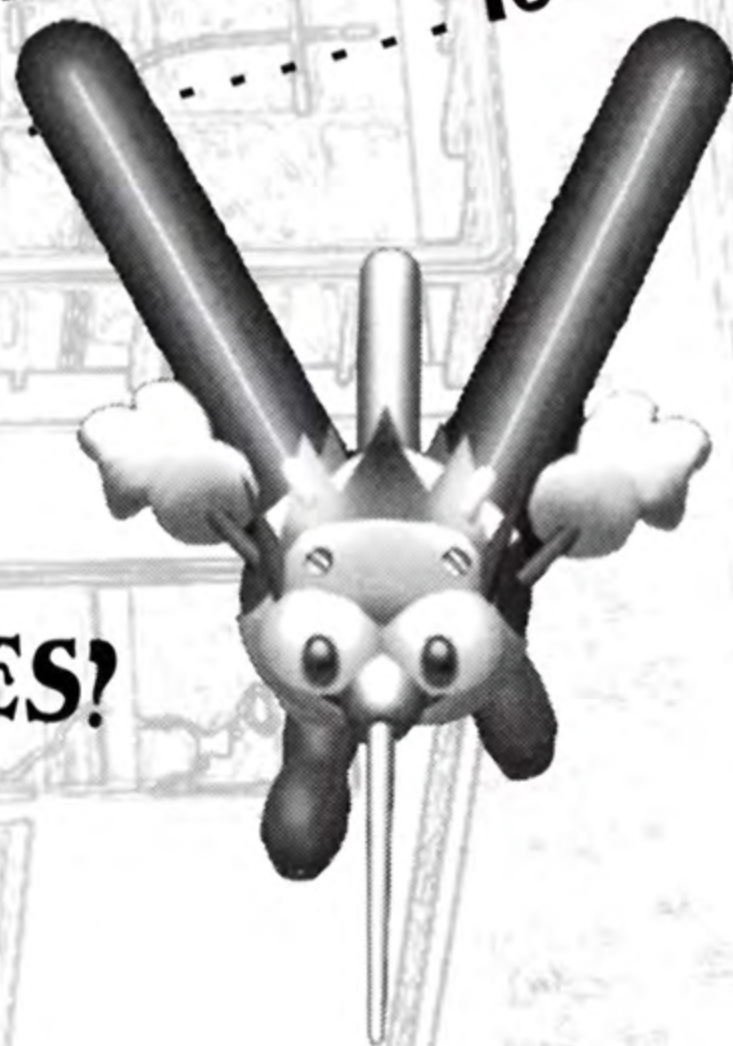
U.S.: 1-900-773-4367

Canada: 1-900-643-4367

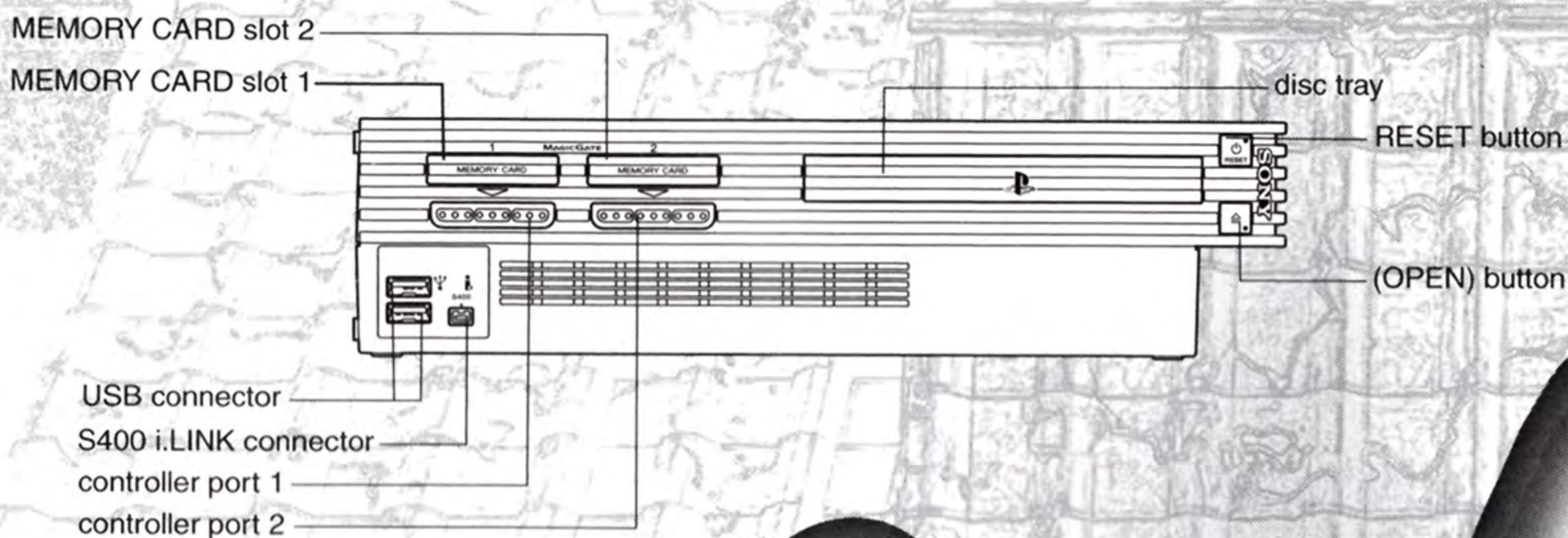
Cost of call: \$0.99-\$1.49/minute

Must be 18 years of age or have parent's permission

Touch-tone phone required



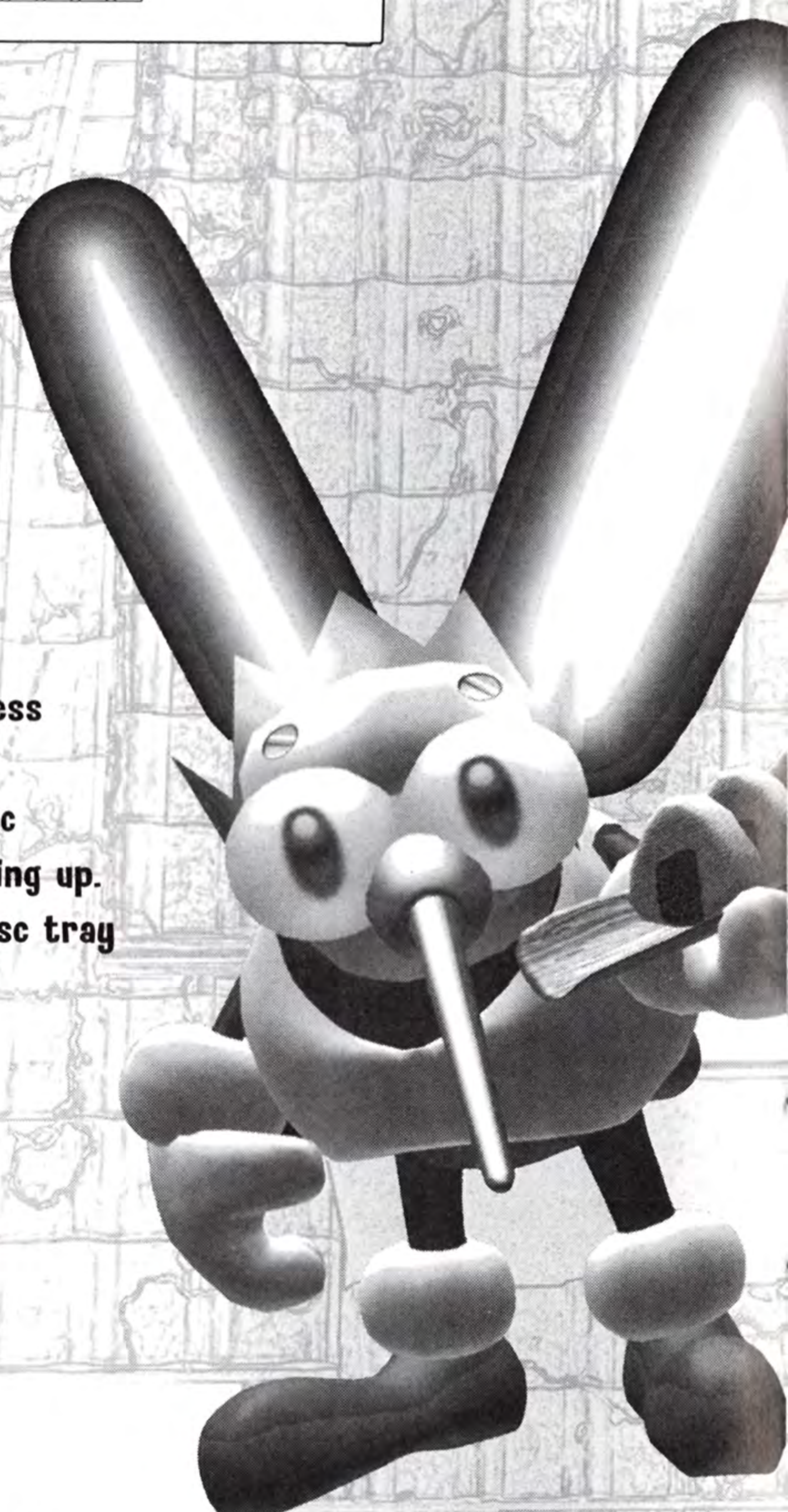
# GETTING STARTED



**Set up your PlayStation<sup>2</sup> computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button.**

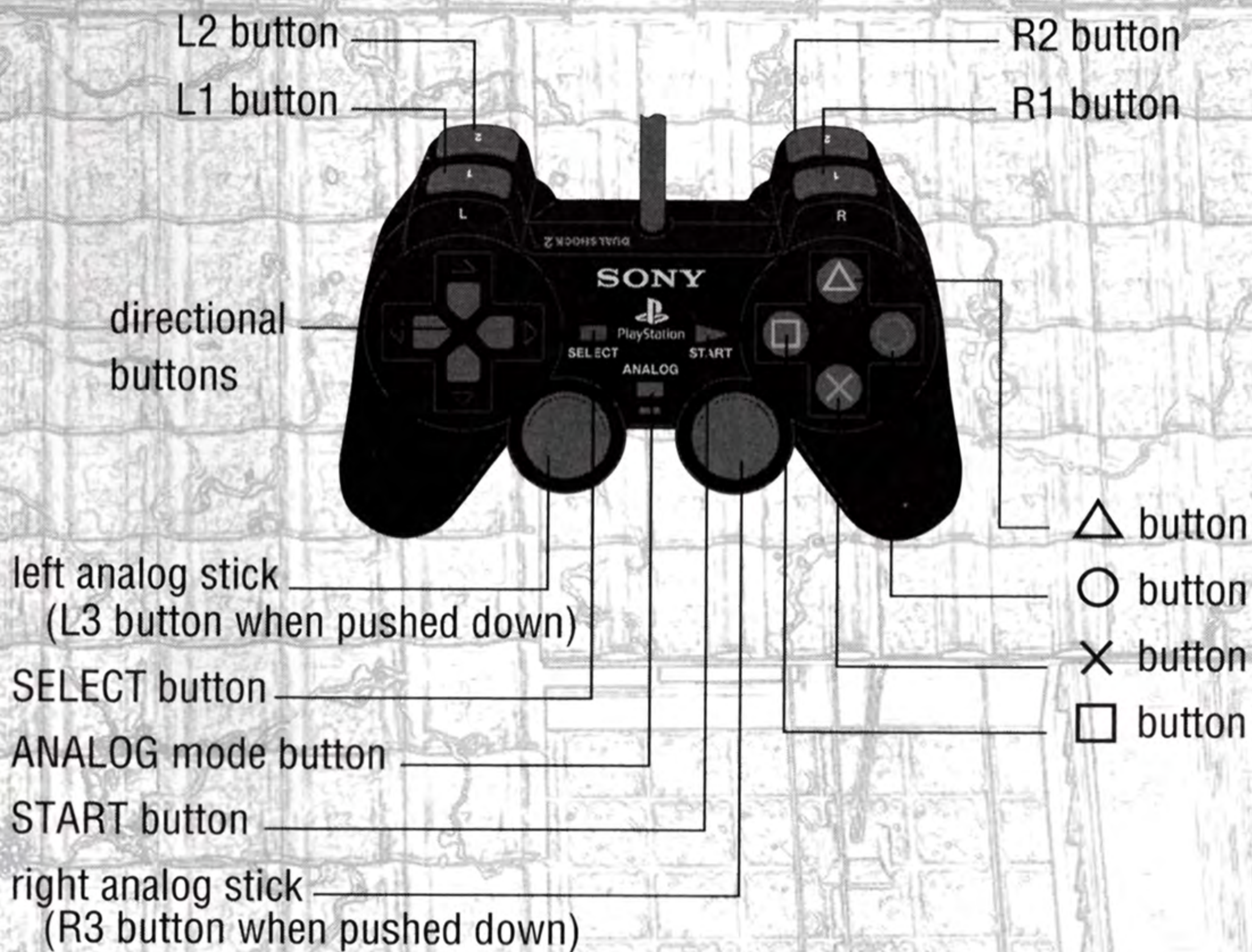
**When the power indicator lights up, press the open button and the disc tray will open. Place the MISTER MOSQUITO™ disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.**

**Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.**



# STARTING UP

## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



- The controller should be connected to controller port 1.
- The **ANALOG** mode button and mode indicator are always set to **ON**, indicating that the controller is in analog mode.
- This game is not compatible with the controller's vibration function.
- To reset the game and return to the **MAIN MENU**, press the **SELECT** button to pause the game and then select **RETURN TO MENU**.

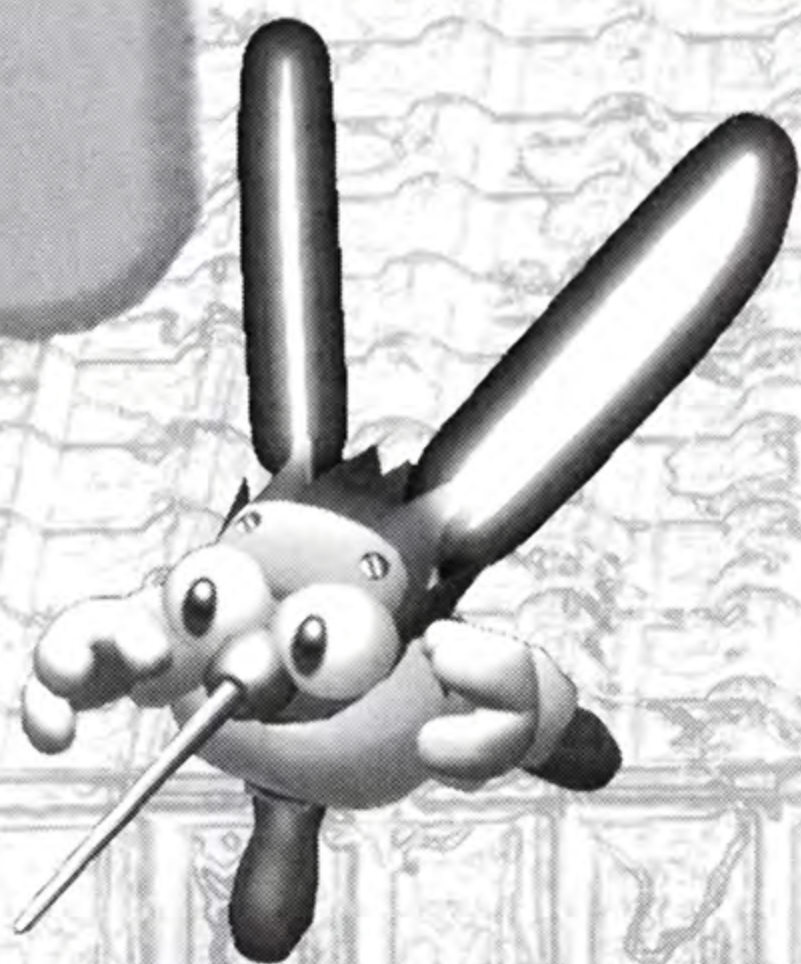
## CONTROLLERS/ACCESSORIES

Do not insert or remove controllers or accessories once the power is turned on.

**OUCH!**

**It's summer – hot and humid. A mosquito is patrolling the Yamada's house. It must suck blood to survive ... so it attacks the Yamadas at every opportunity.**

**Mr. and Mrs. Yamada and their daughter, Rena, are sick of itching! Every member of the family is ready to stand up and swat to avoid those nasty bites.**



**This mosquito faces life and death battles on an hourly basis. However, even in this vicious dispute between human and insect, love blooms ....**

### **THE YAMADA FAMILY**

**Mr. Kenichi Yamada likes to watch TV while wearing his favorite well-worn sweatsuit. He's 46 and has type A blood.**

**Mrs. Kaneyo Yamada, also 46, has type AB blood. A hobby photographer, she loves snapping family photos, and never throws anything away!**

**At 17, Rena Yamada is a sophomore who spends most of her non-study time listening to progressive jazz.**

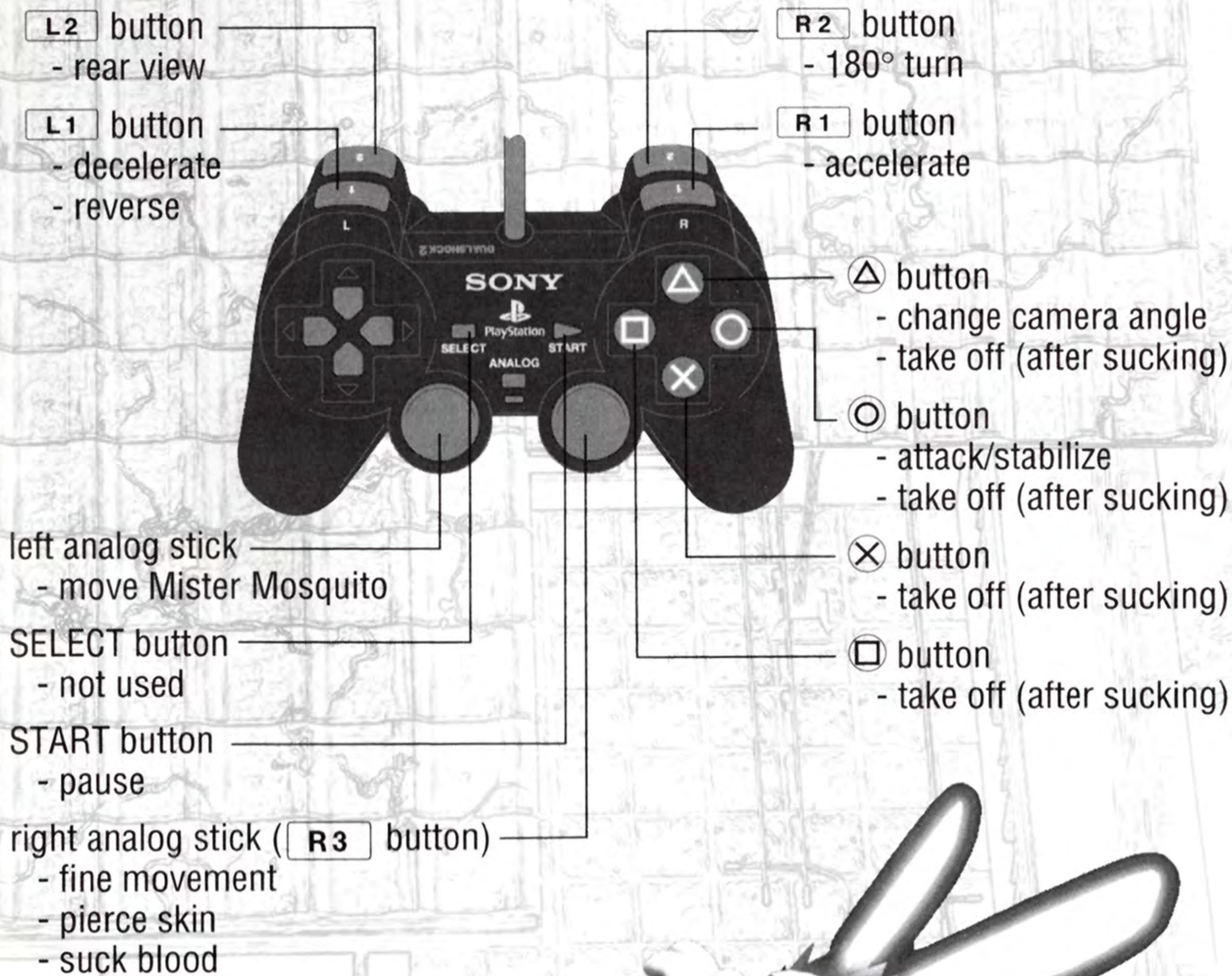
**She has type B blood.**

### **ABOUT INSECTICIDES**

**The history of the mosquito has always involved the fight against insecticides. The only way these little creatures have survived is by keeping ahead of their enemies. They have learned how to live a perilous existence of constant struggle. All the notes on using insecticides contained in this game are fictitious. WHEN USING INSECTICIDES IN REAL LIFE, BE SURE TO REFER TO THE MANUFACTURER'S INSTRUCTIONS ON USAGE.**

# CONTROLS

## MOSQUITO CONTROLS



## MENU CONTROLS





directional buttons - select menu item

× button - confirm menu selection


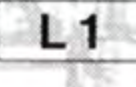
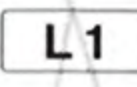
△ button - cancel menu selection/return to previous screen

# MOSQUITO MOVES

## BASIC CONTROLS

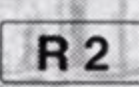
**FREE LOOK** - Push the left analog stick  to point the view downward. Push  to look up. Push  to turn left and  to turn right.



**ACCELERATE/DECELERATE/REVERSE** - Press the  button to speed up and the  button to slow down. Press the  button when stationary to reverse.

**FINE CONTROL** - Use the right analog stick to move while keeping the camera position stationary. You can move up, down, left and right while the camera is fixed to one angle. This is useful for precision flying.

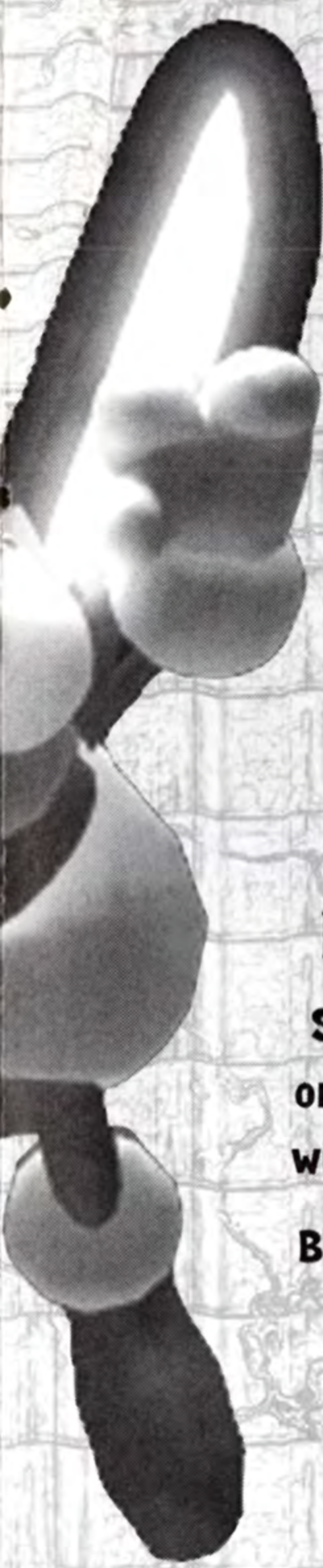
## SPECIAL CONTROLS

**QUICK TURN** - Press the  button to perform a 180° turn.

**LOCK-ON** - A red frame highlights relax points, bloodsucking points and "gimmicks" in the room. With the left analog stick, align the green lock-on cursor with the red frames to lock on.







**ATTACK** - Press the **○** button to attack a locked-on target.

**STABILIZE** - Press the **○** button to alleviate temporary loss of control when you crash into walls and humans.

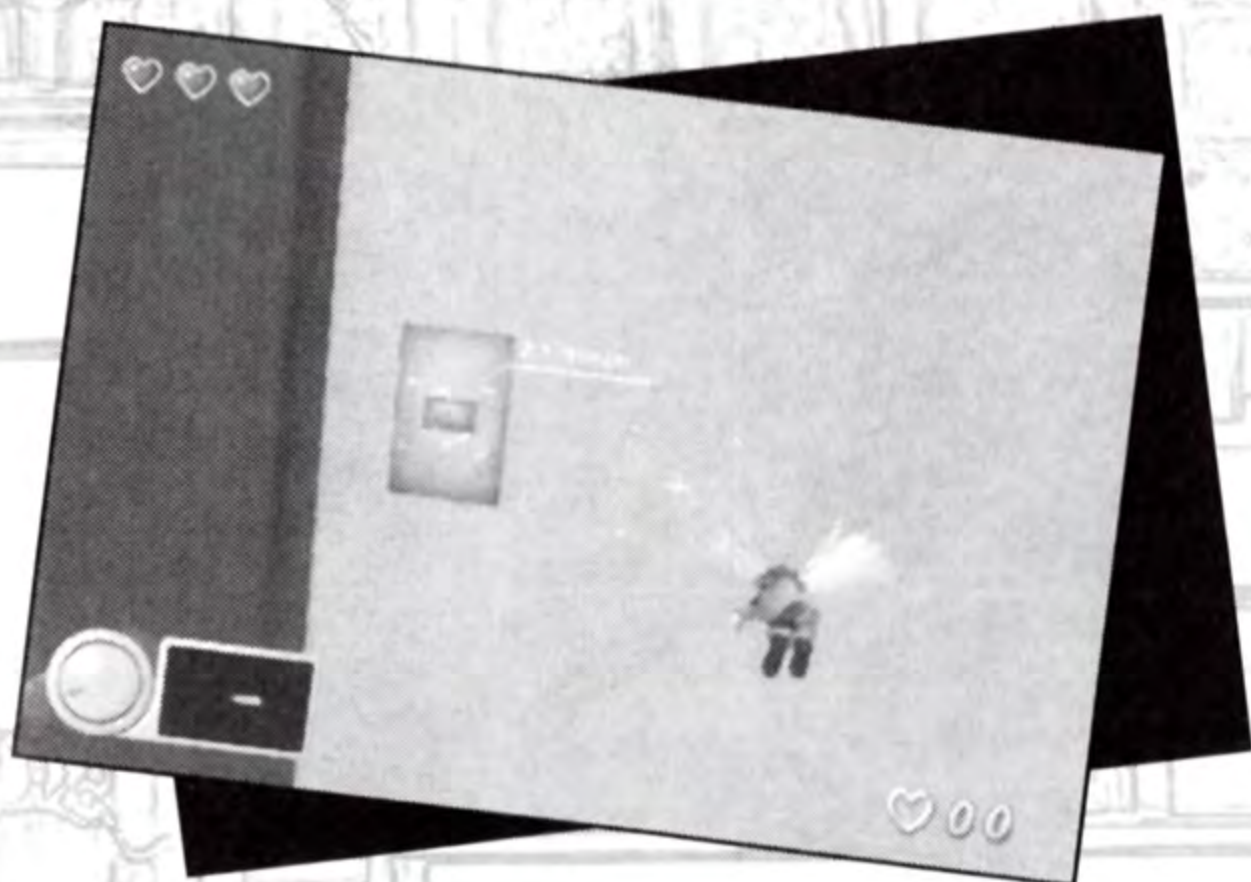


## BLOODSUCKING

**SKIN PIERCING** - Push the right analog stick (**R3** button) **↓** once you land on a bloodsucking point to pierce your host's skin with your needle-like proboscis.

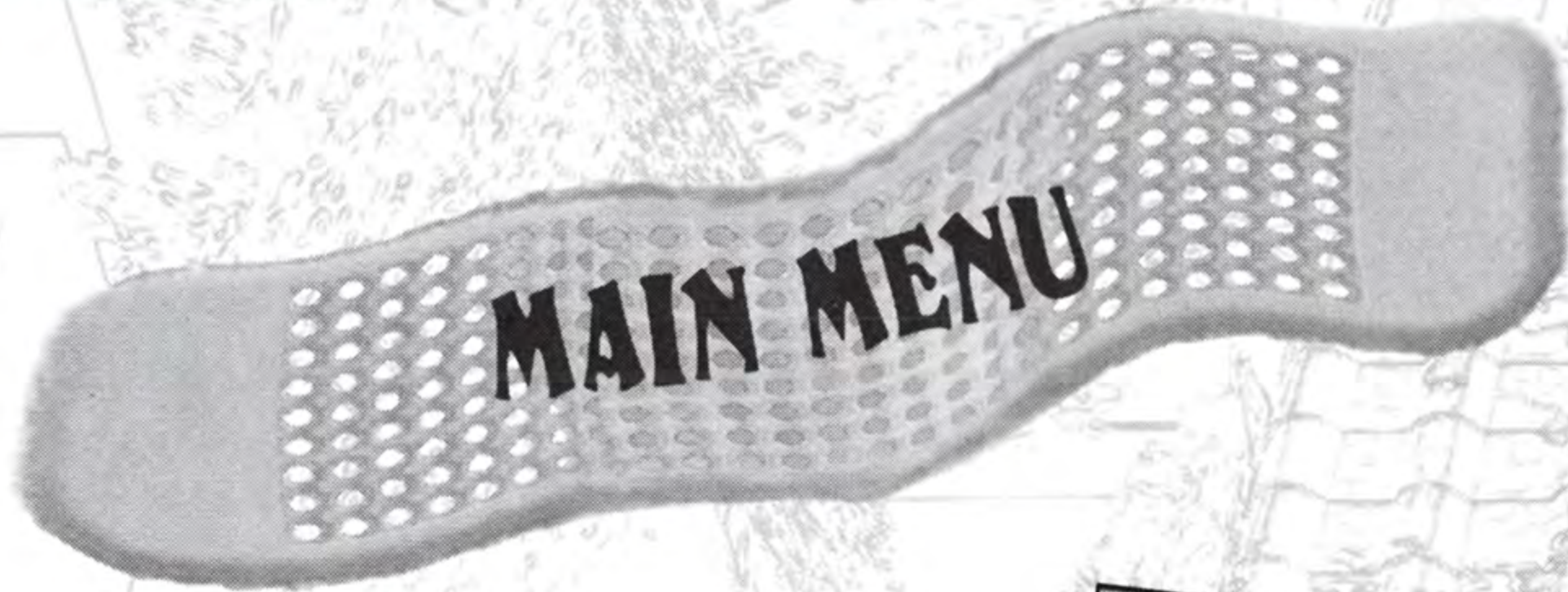
**BLOODSUCKING** - Rotate the right analog stick to suck blood. To suck faster, rotate the right analog stick faster; to suck slower, rotate slower. Bloodsucking causes your host's stress levels to increase, thus increasing the chances of your being noticed and swatted.

**TAKE-OFF** - Press the **○**, **×**, **△** or **□** button to take off and fly away from your host.

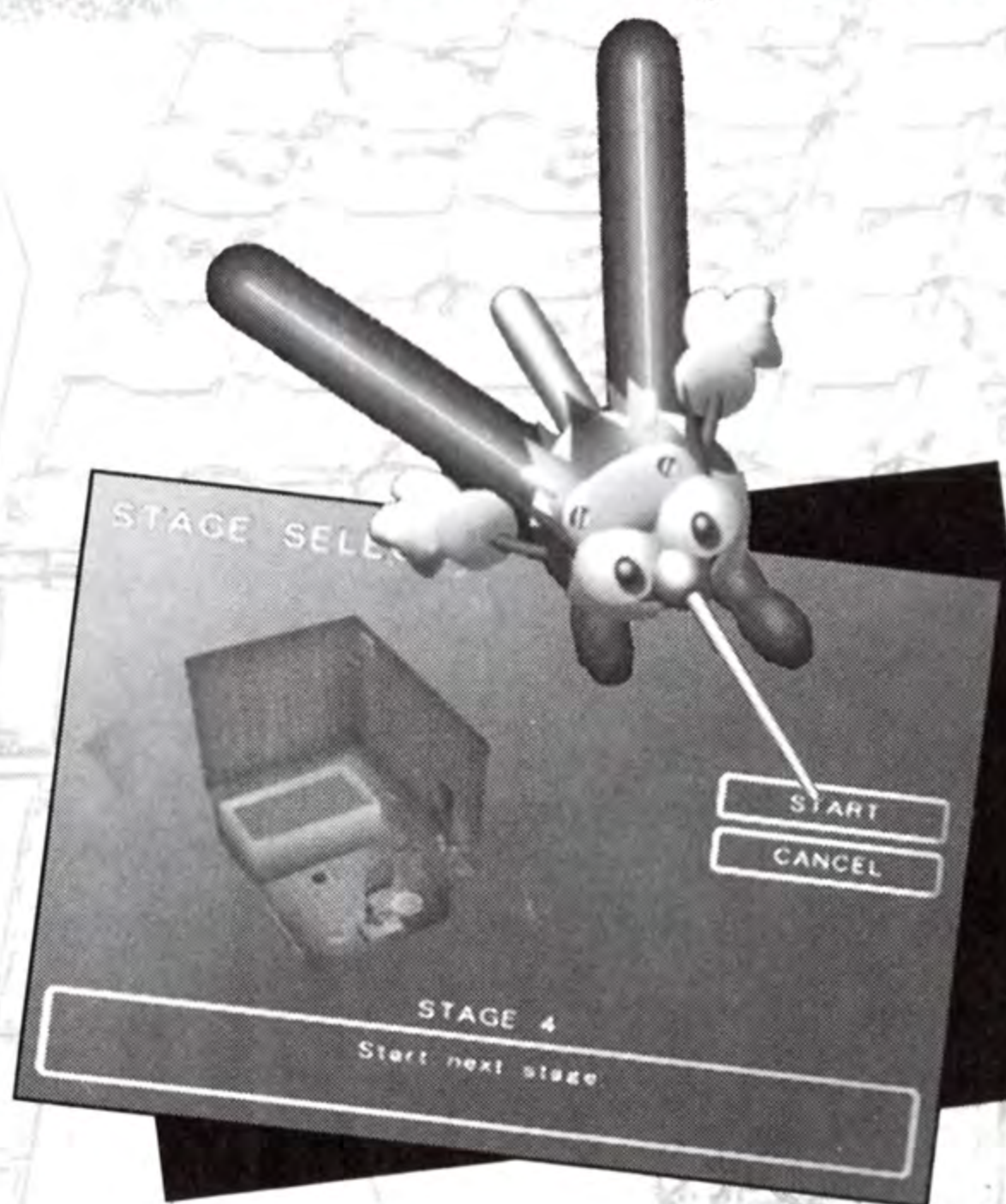
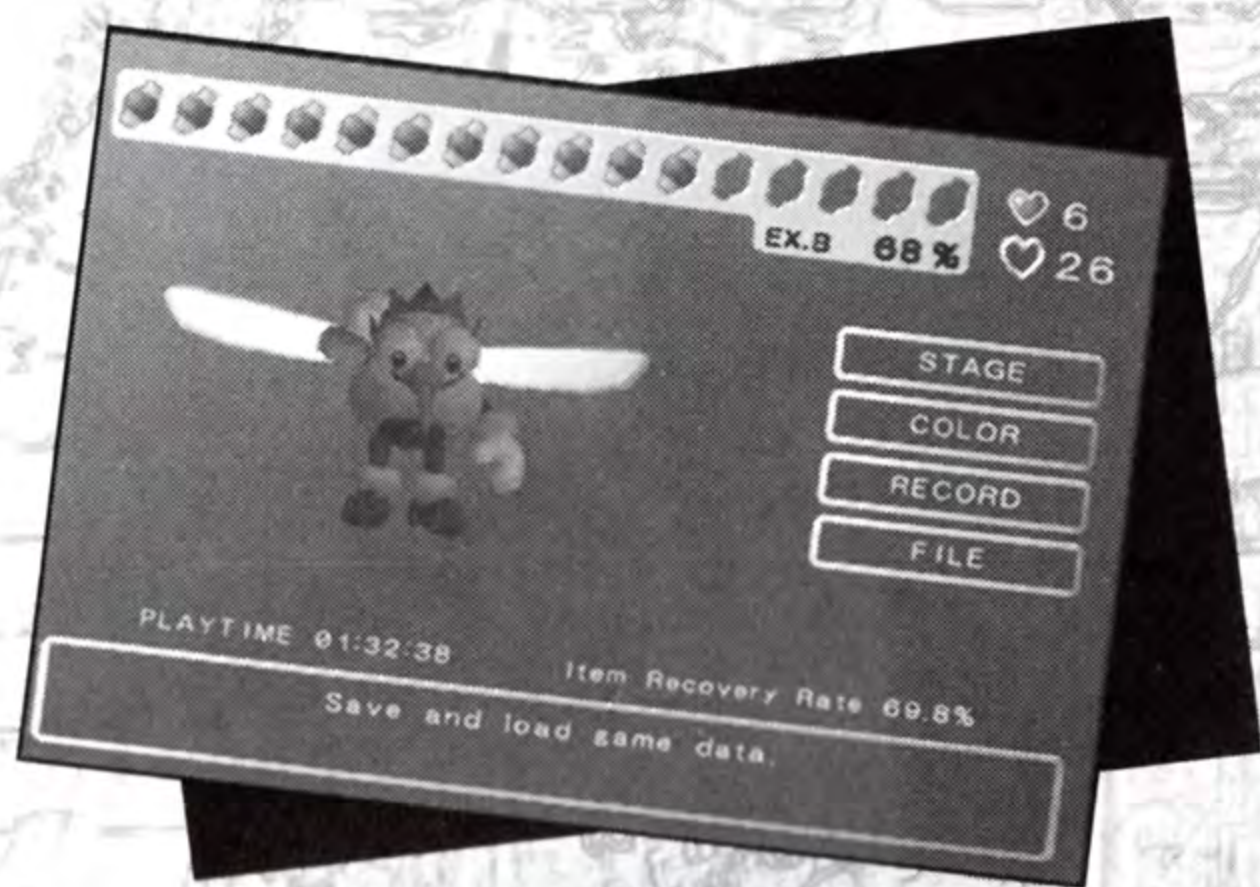


## SWITCHES

You can turn switches on and off by locking on to them and pressing the **○** button. Turning the light on and off, for example, will make a human get up and move - thus revealing essential target points.



Press the **START** button at the Title screen to display the Main Menu. Highlight an option and press the **X** button to confirm your choice.



## STAGE

Advance to the Stage Select Menu where you can select a stage to play. Before each stage you can listen to a narrative description of it. Select **START** to kick off a family meeting and then begin the stage. You can replay already cleared stages an infinite number of times.

**EX Tanks** and items already collected are not displayed in a stage that you are retrying.

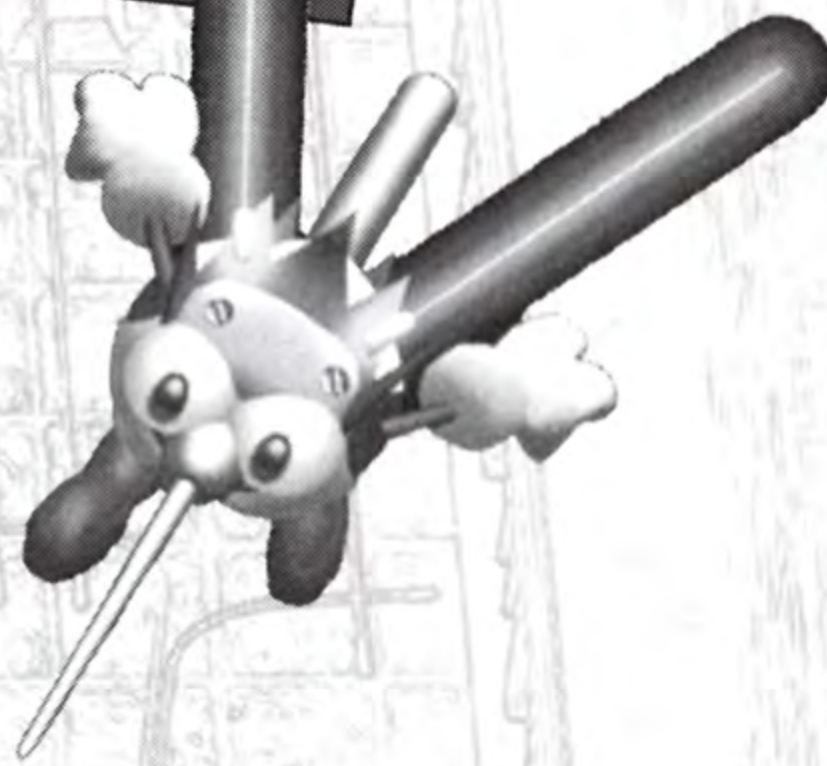
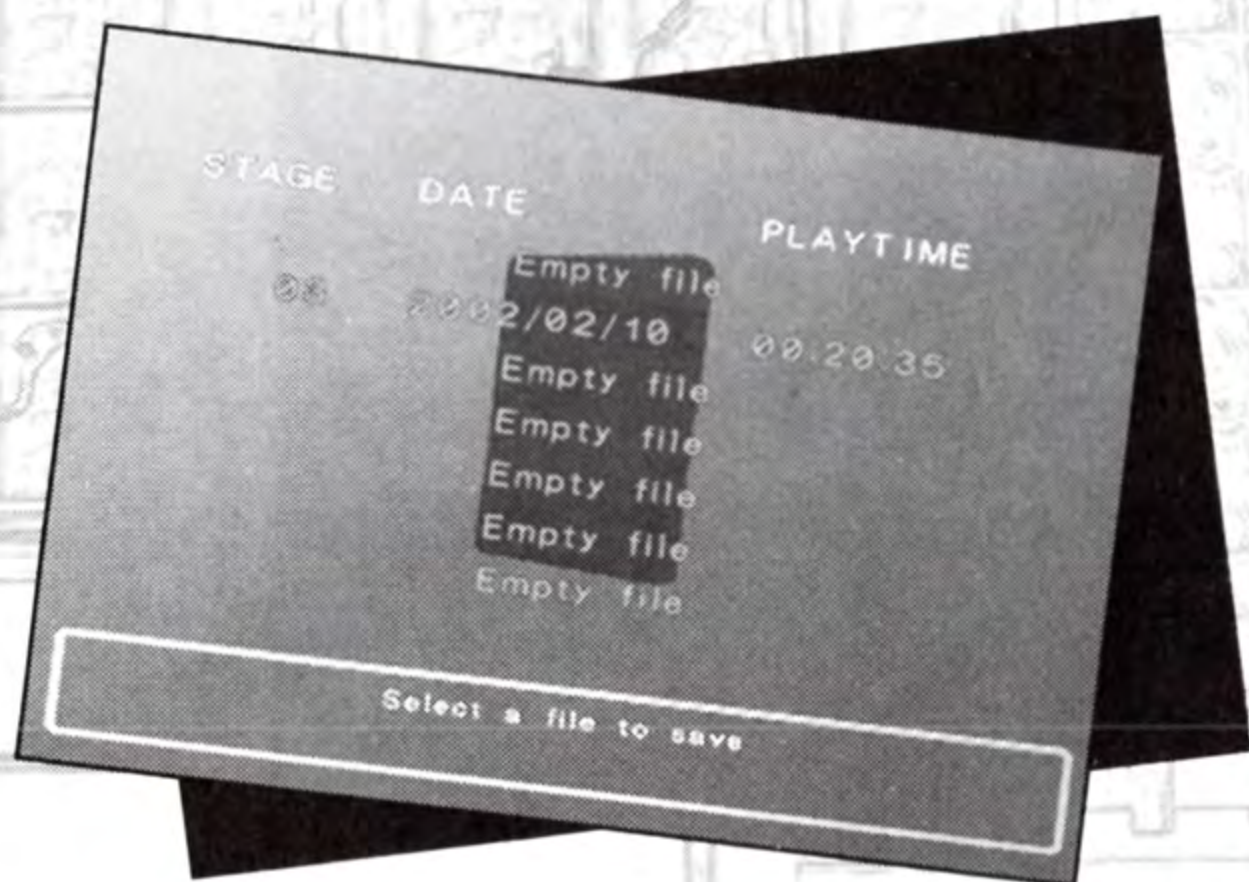
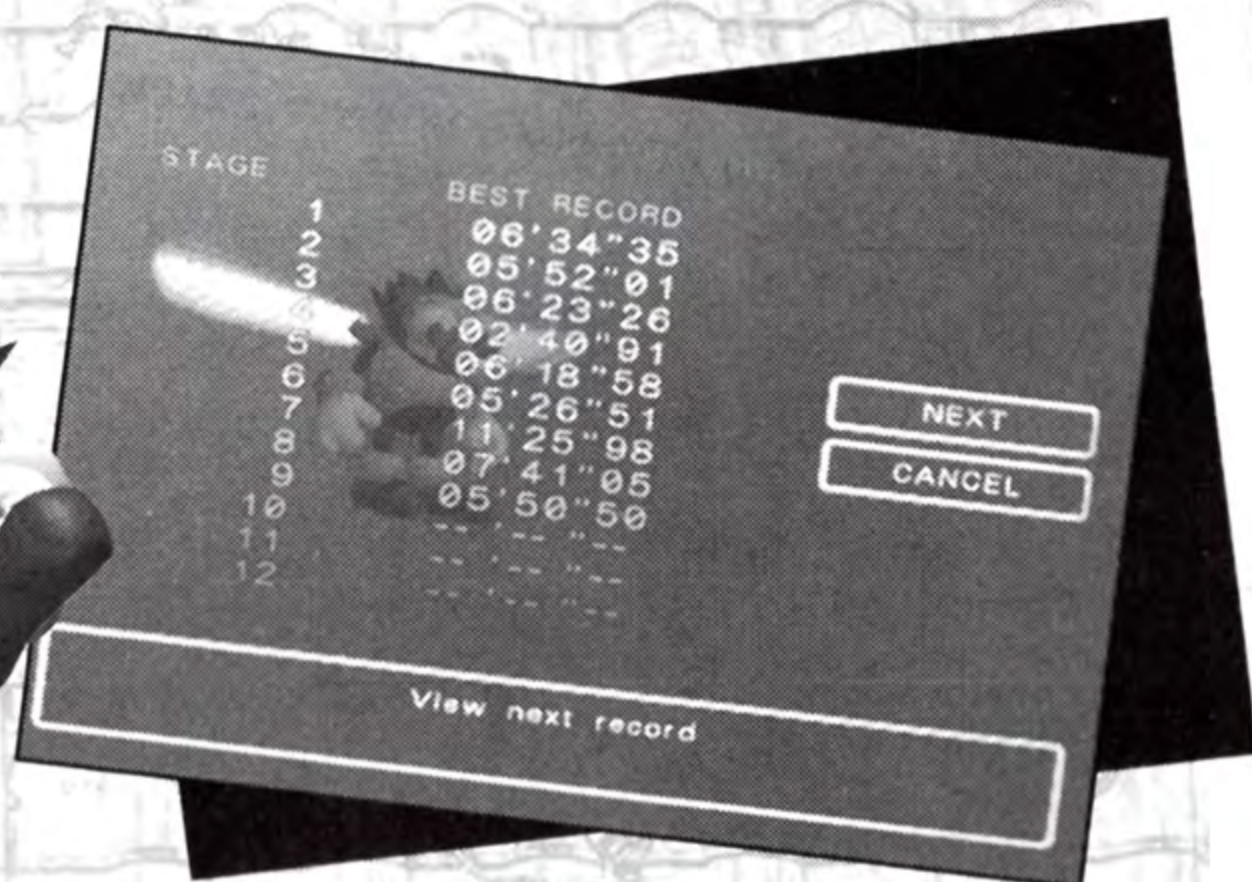
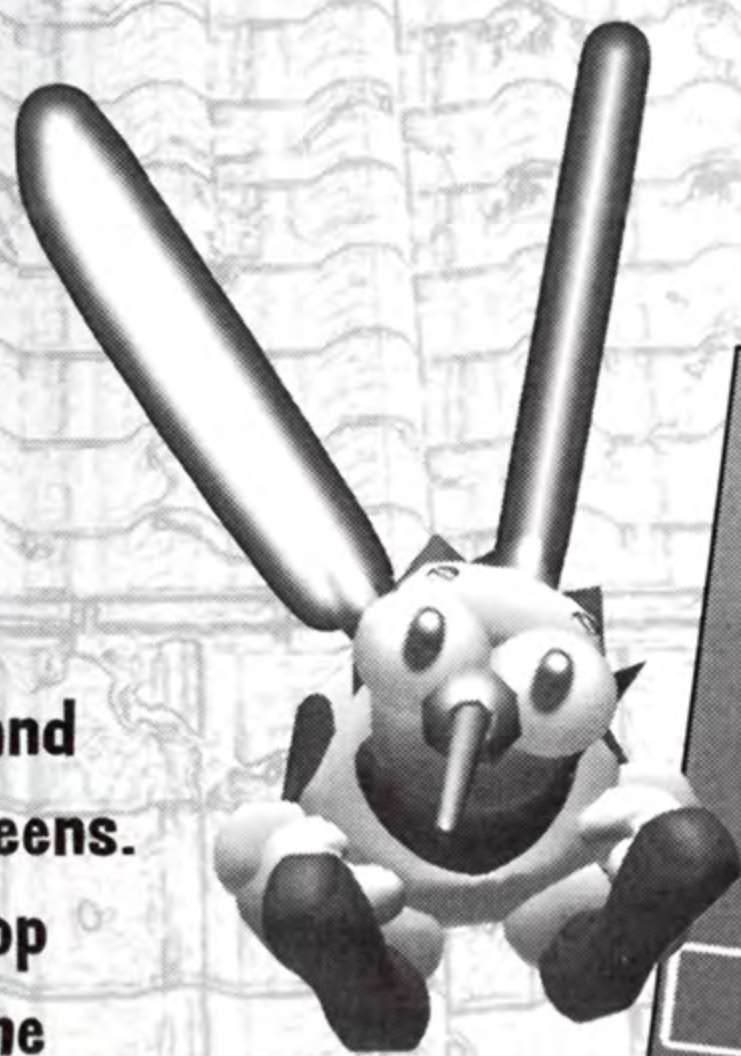
## COLOR

Display the Color Settings Menu where you can select a color for your mosquito. The color that you select does not affect the mosquito's ability. You can acquire new colors by winning battles within the specified time.



## RECORD

Display the Stage and Battle Records screens. You can view the top clear times from the stages and battles you've cleared so far. To the right of the Battle Records screen, you'll see the mosquito colors you've acquired by winning battles within the specified time.



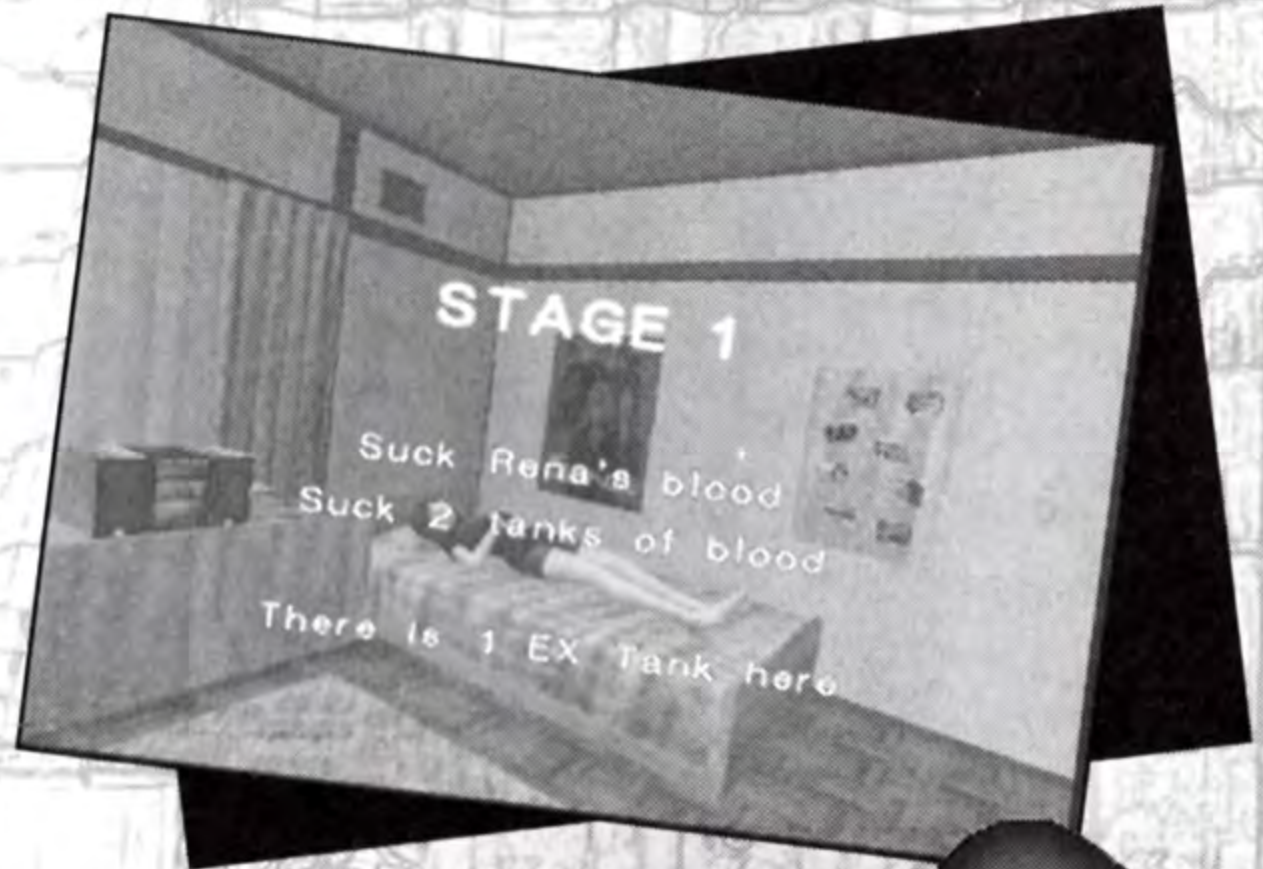
## FILE

Display the Saving/Loading screen. Here you can save and load your game to and from a memory card (8MB for Playstation®2). Insert your memory card into MEMORY CARD slot 1. The game requires 400KB of available space to save to a memory card.

# PLAYING A STAGE

## GETTING INTO A STAGE

Select the stage you want to play on the Stage Select screen by pressing the directional buttons ◀ or ▶. Press the START button to enter your selection. A Yamada family meeting will commence. (Press the START button during a meeting to skip it and go straight into the stage.)



After the family meeting, you'll see a brief explanation of the stage, the amount of blood you must suck to clear the stage, and the number of EX Tanks in the stage.

The stage will start as the stage briefing ends.

## BASIC RULES

- Find your human host in every stage. Suck a set amount of blood to clear the stage.
- Target points appear according to your host's activities and the passage of time. To suck blood, pierce the human's skin at a target point. Suck as much blood as possible with careful timing and without being noticed. Keep an eye on the Stress Meter and warning messages as you play.
- A battle commences if you are spotted. Attack and hit the relax points on your opponent to calm him or her down. Your lives are depleted when you are swatted during a battle or come in contact with insecticide from a mosquito coil. Also, you cannot suck blood during a battle.
- The game ends when you run out of lives. Regardless of the number of lives you have, the game ends immediately if you are swatted while sucking blood.

# STAGE SCREEN

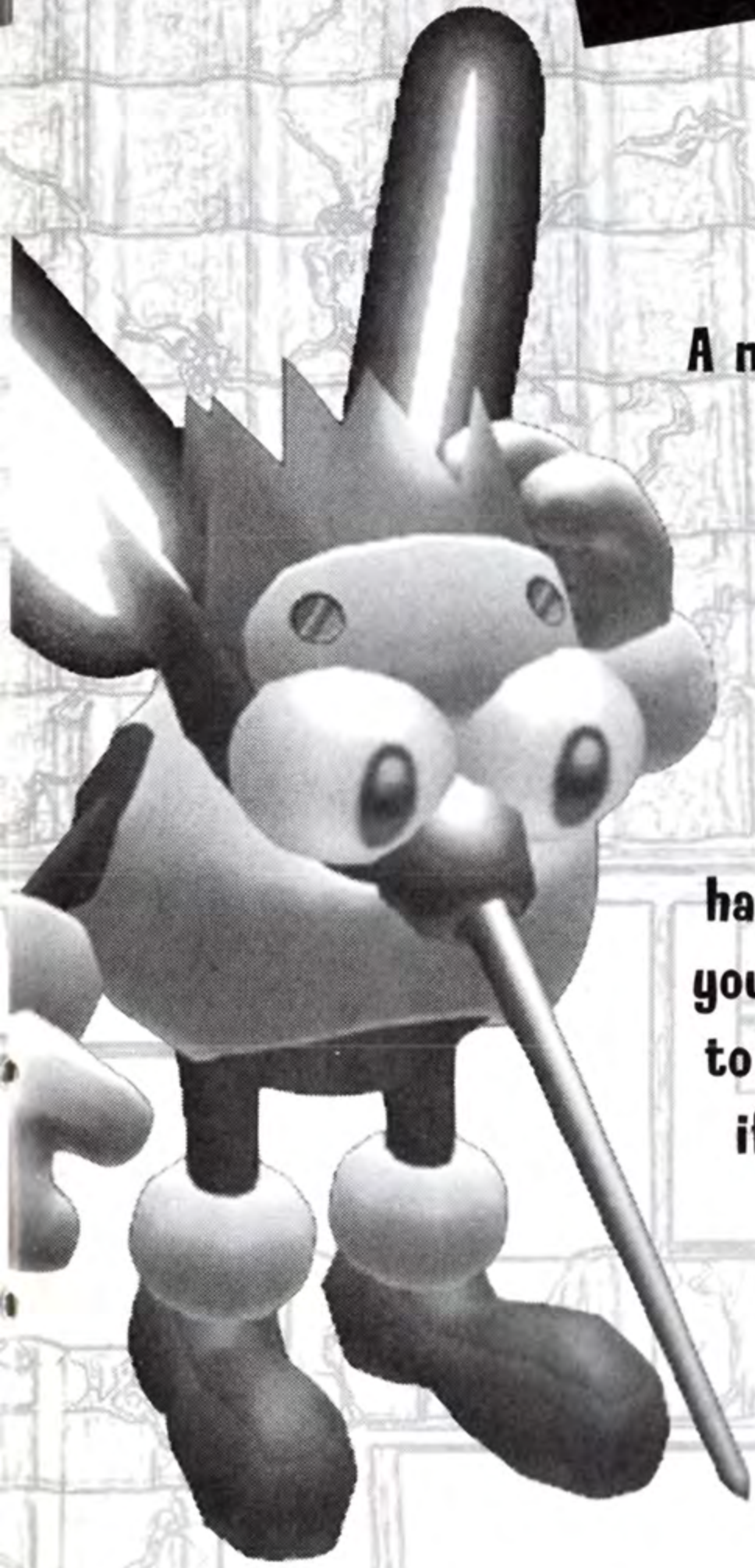
Blood Tank .....

Life Gauge



..... Heart Rings

Stress Meter



A number of indicators appear on the gameplay screen:

**LIFE GAUGE** - Maximum and present number of lives.

**BLOOD TANKS** - Number of tanks you have to fill to complete the stage.

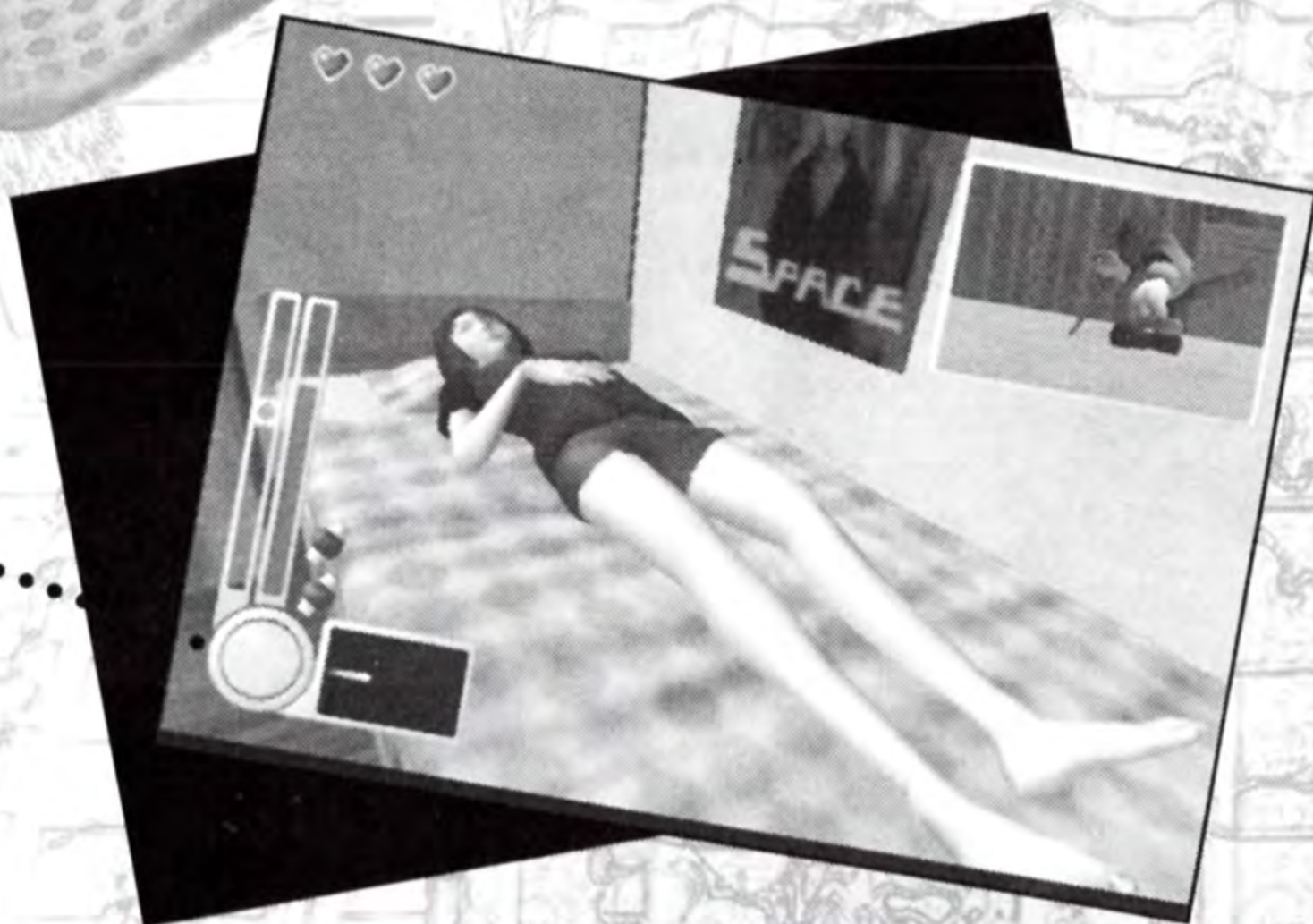
**STRESS METER** - The host's accumulated stress. The green Stress Meter indicates that the human has not yet noticed you and is feeling fine. As soon as you are noticed, the Stress Meter changes from green to yellow to red. A battle with the host begins if the Stress Meter remains red for a short while.

**MESSAGE WINDOW** - Important messages appear at the bottom of the screen.

**HEART RINGS** - Number of heart rings you've collected.

# BLOODSUCKING

Bloodsucking Dial .....



## BLOODSUCKING SCREEN

When you begin sucking blood, an additional indicator, the Bloodsucking Dial, appears. This indicates your bloodsucking speed.

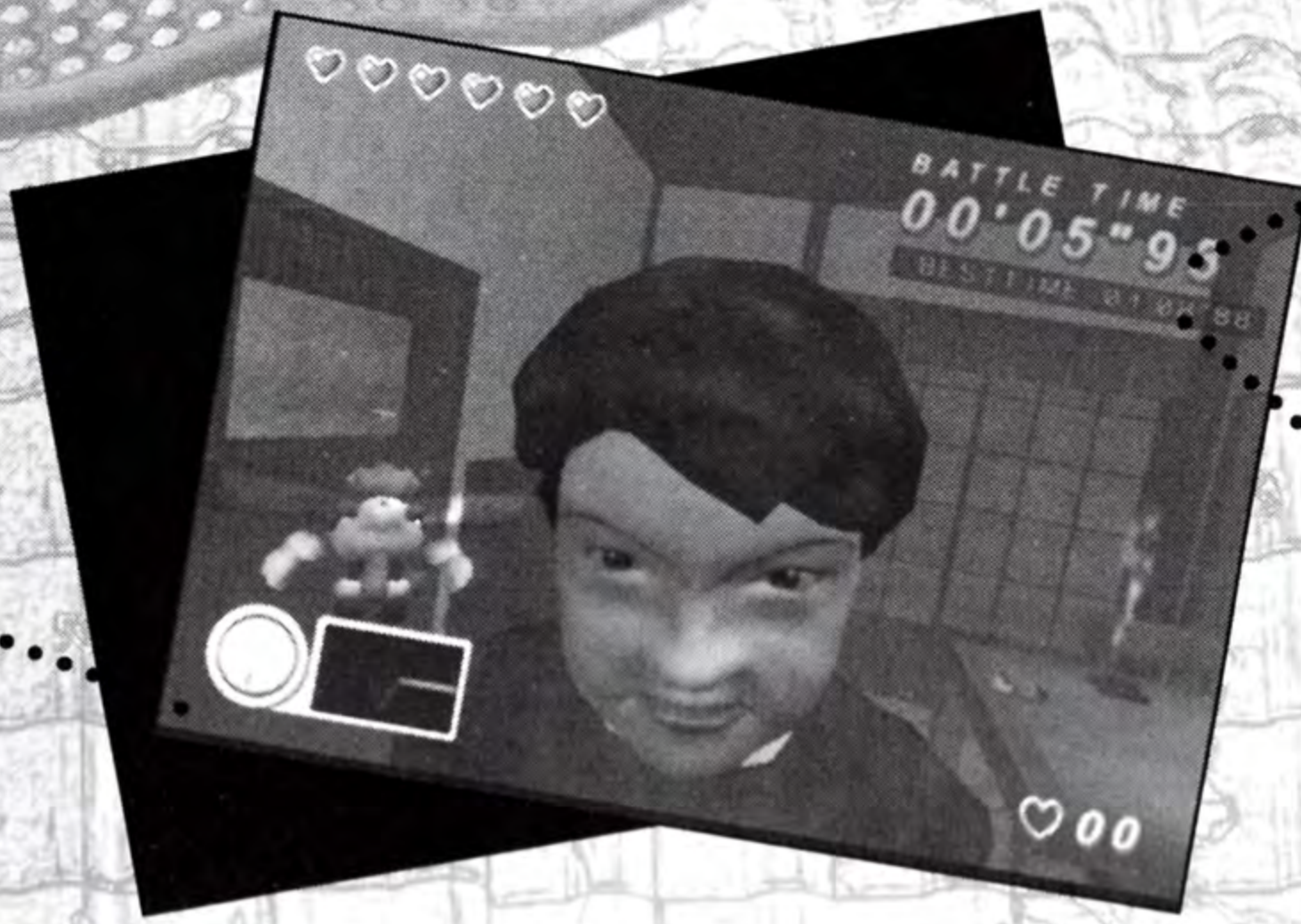
## HOW TO SUCK BLOOD

1. Look for red points on the body of your prospective host. These may not be visible at first, and may only appear after the passage of time and according to the host's movements.
2. Lock onto and attack a bloodsucking point to land on it. Once you land, pierce the skin and start sucking.
3. Watch the Bloodsucking Dial. Adjust your sucking rate to keep the white ball within the blue parameters. Sucking too fast or too slow stresses your host. The blue parameter may change to red and you may be spotted. If you are caught bloodsucking and you are swatted, the game ends, regardless of the number of lives you have left.
4. Take off quickly when you've sucked enough blood, or if you think you may be spotted.



# BATTLE SCREEN

Tachometer



Battle Time

Set Clear Time

## BATTLE SCREEN

Other indicators appear when a battle begins:

**BATTLE TIME** - Time elapsed since the battle began.

**SET CLEAR TIME** - Time needed to acquire a new mosquito color.

**TACHOMETER** - Your flying speed.

## HOW TO BATTLE

1. Avoid being swatted while trying to find the red Relax Points. Lock-on to and attack these points to calm the human down.
2. There are also yellow "faint" points. Hit these points to make the host faint and become unable to attack you temporarily.
3. Hit all the Relax Points to end the battle. You will acquire colors if you win a battle within the set clear time.



# COLLECTIBLES

## ITEMS

Two important items recover lives and increase your maximum number of lives. They are:

**HEART** - Recover lost lives.

**HEART RING** - Every time you collect 50 Heart Rings you increase your maximum lives by one.



## FOOD

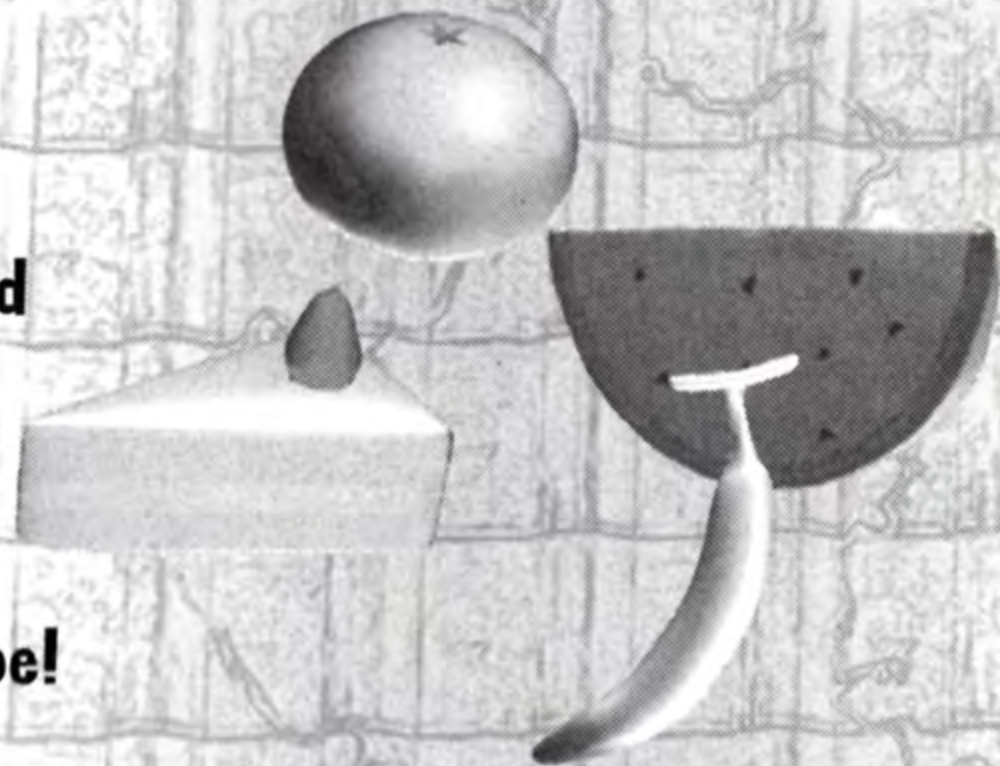
The Yamada family is messy, leaving food scattered all over the house. Pick up food items to see information essential to the game. Collect them all! (Look for loads of other food items besides these.)

**MANDARIN ORANGE** - Sweet Japanese orange.

**WATERMELON** - Delicious! Mosquitoes are addicted to it!

**CAKE** - Strawberry-topped treat.

**BANANA** - To a mosquito's taste it's perfectly ripe!



## EX TANKS

Collect EX(tra) Tanks so you can continue sucking blood after collecting the set amount.

You will survive the winter and live to enjoy a second year by filling up all the EX Tanks. You can check your EX Tanks status from the Main Menu.





# MISTER MOSQUITO'S BUGTIONARY

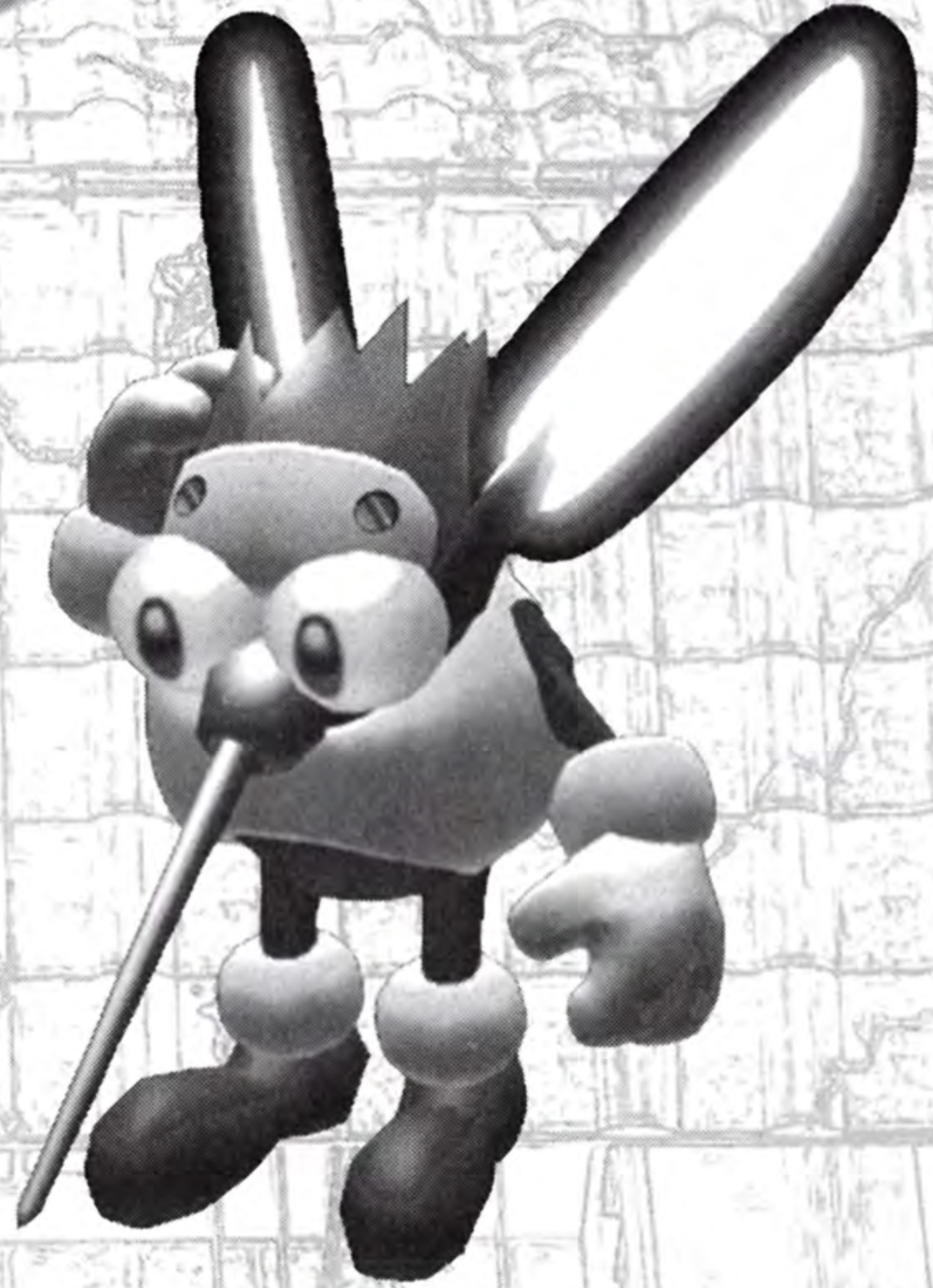
**AIR CONDITIONER** – a machine that automatically adjusts the heating and cooling of a room. The wind that air conditioners produce hinders the flight of small insects.

**AUTO MOSQUITO KILLER** – a mysterious self-operating piece of insecticide equipment. All details of its functions are unknown.

**BUG ZAPPER** – a light that exterminates insects. Generally, it emits blue light that entices insects toward it. They are then exterminated using electricity, UV rays, water or chemicals.

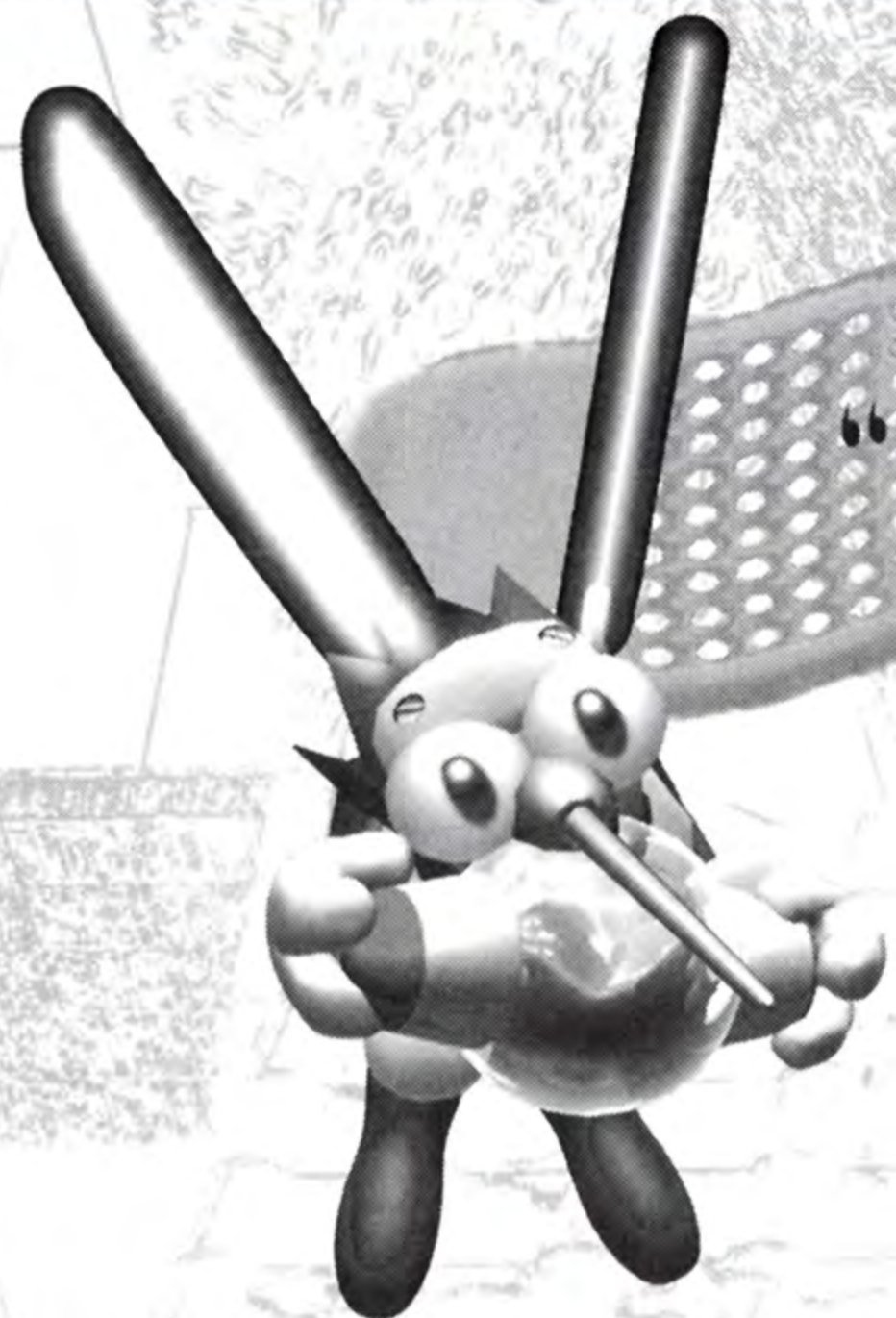
**INSECTICIDE** – chemicals that exterminate insects. Some insecticides are only effective when touched and others remain effective for a long time.

**MICROWAVE** – a heat-generating cooking instrument that causes water molecules to vibrate at a high frequency. It's the scourge of small insects.



**MOSQUITO COIL** – a type of incense in the shape of a spiral that, when lit, exterminates mosquitoes with the fumes it gives out.

**MOTHBALL** – a kind of compound made from distilled lumber from the camphor tree and used as a moth repellent. It is either a transparent or white crystal.



# "SKEETERS"

## **ZOOM INC.**

**Product Producer**

**Akira Sato**

**Programming**

**Junichi Takeda  
Yoshinori Nakamura  
Yuzaburo Maruyama**

**Graphics**

**Masaru Sasaki  
Kaori Sunagawa  
Yuki Kusajima  
Masashi Ito  
Atsushi Osako  
Tomonori Yoshikawa  
Yoshiko Matsuda**

**Sound**

**Akihito Okawa  
Hozo Okazaki**

## **SONY COMPUTER ENTERTAINMENT INC.**

**Producer**

**Hiroaki Nakagawa**

**Executive Producer**

**Yasuhide Kobayashi**

**Overseas Coordination**

**Masaaki Doi**

**Special Thanks**

**Akira Sato  
Fumiya Takeno  
Masatsuka Saeki  
Kazumi Nanaumi  
Yuko Hagiwara  
Hiroaki Sato  
Ryouko Minamizawa  
Ryuji Hamanaka**

## **EIDOS INTERACTIVE, LTD. (U.S.)**

**VP of Development**

**John Miller**

**Producer**

**Clayton Palma**

**QA Manager**

**Brian King**

**Assistant QA Manager/  
Lead Bug Zapper**

**QA Technicians**

**Ryan Natale**

**Jesse Andrews**

**Stephen Cavoretto**

**Nevin Chou**

**Ralph Ortiz**

**Matt Ranali**

**Beau Teora**

**Sean Amann**

**Kevin Gill**

**Michelle Seebach**

**Kjell Vistad**

**Denny Chiu**

**Hanshaw Ink & Image**

**Yota Wada**

**Luke Valentine**

**Tom Marx**

**Mike Schmitt**

**Mike Orenich**

**Paul Baldwin**

**Matt Gorman**

**Renee Pletka**

**Matt Knoles**

**Randy Stukes**

**Li Shen**

**Kim Pendleton**

**Chip Blundell**

**Rob Fitzpatrick**

**Rob Dyer**

**Dee Fleming**

**Dennis, Kevin and**

**Maria @ Vehicle-Sf**

## **EIDOS INTERACTIVE K.K. (JAPAN)**

**Executive Producer**

**Takashi Yamaguchi**

**Producer**

**Shin Tanaka**

**Special Thanks**

**Satoshi Honda**

**David Rose**

## EIDOS INTERACTIVE LIMITED WARRANTY

EIDOS Interactive warrants to the original purchaser that this EIDOS Interactive disc is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS Interactive disc is sold "as is" without expressed or implied warranty of any kind, and EIDOS Interactive is not liable for any losses or damages of any kind resulting from use of this program. EIDOS Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS Interactive disc, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the EIDOS Interactive disc has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate EIDOS Interactive. Any implied warranties of merchantability and fitness for a particular purpose are limited to the ninety (90) day period described above. In no event will EIDOS Interactive be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this disc.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

For warranty support please contact our Customer Support department at (415) 615-6220. Our staff is available Monday through Friday, 9:00 a.m. to 5:00 p.m. Pacific Time. You are responsible for all toll charges. **Customer Support Representatives will not provide game hints, strategies or codes.**

### PRODUCT RETURN PROCEDURE

In the event our support agents determine that your game disc is defective, you will need to forward material directly to us. Please include a brief letter explaining what is enclosed and why you are sending it to us. The agent you speak with will give you an authorization number that must be included. You will also need to include a daytime phone number so that we can contact you if necessary. **Any materials not containing this authorization number will be returned to you unprocessed and unopened.** Your postage paid package should be sent to the following address:

Eidos Interactive Customer Services  
651 Brannan Street, Suite 400  
San Francisco, CA 94107  
RMA# (include your authorization number here)

**Note: You are responsible for postage for your game to our service center.**

# MAD MAESTRO!



EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

Mild Violence

## OUT NOW!

Fresh Games By Eidos Interactive, 651 Brannan St., San Francisco, CA 94107

Mad Maestro © 2002 Sony Computer Entertainment Inc. Published under license by Eidos Interactive Inc., 2002. Mad Maestro is a trademark of Sony Computer Entertainment Inc. Fresh Games, Eidos, Eidos Interactive and the Eidos logo are trademarks of the Eidos group of companies. All Rights Reserved. Mister Mosquito © 2002 Sony Computer Entertainment Inc. Published under license by Eidos Interactive Inc., 2002. Mister Mosquito is a trademark of Sony Computer Entertainment Inc. Fresh Games, Eidos, Eidos Interactive and the Eidos logo are trademarks of the Eidos group of companies. All Rights Reserved.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PMMOSSUS03